erating and displaying a sequence of symbols from a virtual reel strip in the 3-D gaming environment. In particular, the sequence of symbols may be mapped one or more to flat reels, rounded reels or sequences of moving objects in the 3-D gaming environment. The flat reels, round reels or sequences of moving objects may be moved in the 3-D gaming environment through a motion that allows the sequence of symbols from the virtual reel strip to displayed as part of game outcome presentation for a game of chance played on the gaming machine.

[0012] One aspect of the present invention provides a method of generating a game of chance in a gaming machine including a master gaming controller, a display device and a memory device. The method may be generally characterized as comprising: 1) receiving a wager for the game of chance controlled by the master gaming controller on the gaming machine where the gaming machine is capable of receiving indicia of credit for the wager from an input device coupled to the gaming machine and outputting indicia of credit from an output device coupled to the gaming machine; 2) determining a game outcome for the game of chance by randomly selecting, one or more times, an index from a sequence of indices, 3) rendering one or more two-dimensional (2-D) images derived from the one more 3-D objects and the three-dimensional gaming environment as a game outcome presentation for the game of chance wherein information used to generate the one or more 3-D objects and the 3-D gaming environment is stored in the memory device on the gaming machine; and 4) displaying the one or more rendered 2-D images to the display device on the gaming machine where the 2-D images display the portion of the indices. For each index selected, a portion of the indices from the sequence of indices may be drawn on one or more three-dimensional (3-D) objects in a 3-D gaming environment where the portion of indices includes the randomly selected indices.

[0013] In a particular embodiment, a combination of three indices may be generated as the game outcome by randomly selecting i) a first index from a first sequence of indices, ii) a second index from a second sequence of indices and iii) a third index from a third sequence of indices. The first, second and third sequence of indices may be the same sequence of indices. In addition, a combination of 5 indices may be generated as the game outcome by randomly selecting i) a first index from a first sequence of indices, ii) a second index from a second sequence of indices, iii) a third index from a third sequence of indices, iv) a fourth index from a fourth sequence of indices and v) a fifth index from a fifth sequence of indices. The first, second, third, fourth and fifth sequence of indices are the same sequence of indices.

[0014] In another embodiment, the game of chance may be a video slot game and the sequence of indices may be a virtual reel strip. The sequence of indices may comprise two or more different types of indices. The different types of indices may correspond to different types of symbols. Therefore, the method may further comprise mapping a set of symbols to each type of index and drawing the symbols on one or more the 3-D objects in the 3-D gaming environment. In particular, the method may further comprise for a first game of chance, mapping a first set of symbols to each type of index and drawing the symbols on the one or more 3-D objects in the 3-D gaming environment and for a second game of chance, mapping a second set of symbols to each type of index and drawing the symbols on the one or more 3-D objects in the 3-D gaming environment.

[0015] In other embodiments, the method may further comprise determining a motion of the one or more 3-D objects in the gaming environment and applying the determined motion to the one or more 3-D objects in the 3-D gaming environment. In one example, the motion of a first 3-D object of the one or more 3-D objects is linear in the 3-D gaming environment. In another example, the motion of a first 3-D object of the one or more 3-D objects is non-linear in the 3-D gaming environment. For instance, the motion of a first 3-D object of the one or more 3-D objects may be along a 3-D curve in the 3-D gaming environment.

[0016] In yet other embodiments, the method may further comprise applying motions to a plurality of 3-D objects in the 3-D gaming environment where 1) the motion for each object is linear, 2) the objects move in parallel paths and 3) indices are drawn on each of the plurality of 3-D objects. Further, a first 3-D object of the one or more 3-D objects may be a 2-D rectangle or a box in the 3-D gaming environment where the portion of the indices is drawn on one surface of the rectangle or the box. In addition, a first 3-D object of the one or more 3-D objects maybe one of a portion of a cylinder or a curved 2-D surface where the portion of the indices is drawn on one surface of the cylinder portion or the curved 2-D surface.

[0017] In another embodiment, each index in the portion of the indices may be displayed sequentially over time in a plurality of rendered 2-D images that are displayed sequentially over time on the display screen. In particular, each of the plurality of rendered 2-D images may comprise a subset of a total number of indices in the portion of the indices. For instance, if the total number of indices in the portion of indices was nine and the number of rendered 2-D images were three, then the first three indices might be rendered on the first 2-D image, the second three indices might be rendered on the second 2-D image, and the last three indices might be rendered on the third 2-D image.

[0018] In a particular embodiment, the method may further comprise, generating the portion indices from the sequence of indices where the portion of indices comprises at least one of i) a number of indices in the sequence of indices prior to the randomly selected index, ii) a number of indices after the randomly selected index in the sequence of indices and iii) combinations thereof. In general, sequences of indices may be displayed repetitively such that when an end of the sequence of indices is reached a next index that is displayed is a first index in the sequence of indices. In one embodiment, a number of indices in the portion of indices may be constant for each game of chance that is generated. In another embodiment, a number of indices in the portion of indices may vary for each game of chance that is generated.

[0019] In further regards to the indices in the portion of indices, the portion of indices may comprise a first index from the sequence of indices; and the randomly selected index from the sequence of indices where the portion of indices that are drawn include all of the indices between the first index and the randomly selected index in the sequence of indices. The first index from the sequences of indices may be determined from a previous game of chance generated on